

## ABSTRAK

### PENGARUH PENERAPAN PENDEKATAN STEAM TERHADAP KREATIVITAS PESERTA DIDIK KELAS IV SD NEGERI 1 GEDUNG KARYA JITU

Oleh

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Masalah penelitian ini adalah rendahnya kemampuan kreativitas peserta didik di SD Negeri 1 Gedung Karya Jitu. Tujuan penelitian ini untuk mengetahui pengaruh penerapan pendekatan STEAM terhadap kreativitas peserta didik pada pembelajaran tematik terpadu. Jenis penelitian yang digunakan adalah penelitian eksperimen. Desain penelitian yaitu *Quasi Experimental Design* dengan bentuk *Nonequivalent Control Group Design*. Penelitian ini menggunakan *Non Probability Sampling*, dengan subjek penelitian peserta didik kelas IVA dan IVB, sebanyak 43 peserta didik. Metode pengumpulan data menggunakan instrumen tes, lembar observasi peserta didik dan lembar observasi keterlaksanaan pendekatan STEAM. Analisis data menggunakan N-Gain, regresi linier sederhana dan uji *t*. Hasil penelitian menunjukkan bahwa penerapan pendekatan STEAM berpengaruh terhadap kreativitas peserta didik kelas IV SD Negeri 1 Gedung Karya Jitu Tahun Pelajaran 2020/2021 sebesar 66,9% dengan korelasi berkategori sangat kuat sebesar 0,818.

**Kata Kunci:** STEAM, kreativitas

## **ABSTRACT**

### **THE EFFECT OF THE IMPLEMENTATION OF A STEAM APPROACH ON THE CREATIVITY OF CLASS IV STUDENTS OF SD NEGERI 1 GEDUNG KARYA JITU**

**By**

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*The problem of this research was the low ability of students' creativity in SD Negeri 1 Gedung Karya Jitu. The purpose of this study was to determine the effect of applying the STEAM approach to the creativity of students in integrated thematic learning. The type of research used is experimental research. The research design is Quasi Experimental Design in the form of Nonequivalent Control Group Design. This study uses Non Probability Sampling, with the research subjects of class IVA and IVB students, as many as 43 students. The data collection method used test instruments, student observation sheets and observation sheets for the implementation of the STEAM approach. Data analysis using N-Gain, simple linear regression and t test. The results showed that the application of the STEAM approach had an effect on the creativity of the fourth grade students of SD Negeri 1 Gedung Karya Jitu for the 2020/2021 academic year by 66.9% with a very strong categorical correlation (0.818).*

*Keywords: STEAM, creativity.*